Application or Docket Number PATENT APPLICATION FEE DETERMINATION RECORD Effective January 1, 2003 327 **CLAIMS AS FILED - PART I OTHER THAN** SMALL ENTITY TYPE SMALL ENTITY (Column 1) (Column 2) OR **TOTAL CLAIMS** RATE FEE FEE RATE OR BASIC FEE **BASIC FEE** NUMBER EXTRA 375.00 750.00 **FOR** NUMBER FILED TOTAL CHARGEABLE CLAIMS 0 minus 20= X\$ 9= X\$18= OR പ്പ INDEPENDENT CLAIMS minus 3 = X42= X84= OR MULTIPLE DEPENDENT CLAIM PRESENT +280= +140= OR' * If the difference in column 1 is less than zero, enter "0" in column 2 TOTAL OR TOTAL **CLAIMS AS AMENDED - PART II OTHER THAN** SMALL ENTITY **SMALL ENTITY** OR (Column 1) (Column 2) (Column 3) CLAIMS HIGHEST ADDI-ADDI-**AMENDMENT A** REMAINING NUMBER **PRESENT** TIONAL RATE TIONAL RATE **PREVIOUSLY AFTER EXTRA** FEE FEE **AMENDMENT** PAID FOR Total Minus X\$18= X\$ 9= OR Independent Minus *** X42= X84= OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM +280= +140= OR TOTAL TOTAL OR ADDIT. FEE ADDIT, FEE (Column 1) (Column 2) (Column 3) HIGHEST CLAIMS ADDI-ADDI-REMAINING NUMBER **PRESENT** TIONAL RATE RATE TIONAL AMENDMENT **AFTER PREVIOUSLY EXTRA FEE AMENDMENT** FEE PAID FOR Total Minus ** X\$18= X\$ 9= OR Independent Minus X42= X84= OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM +280= +140= OR 0 TOTAL TOTAL OR ADDIT. FEE ADDIT. FEE (Column 1) (Column 2) (Column 3) **CLAIMS** HIGHEST ADDI-ADDI-REMAINING NUMBER PRESENT **AMENDMENT RATE** TIONAL **TIONAL PREVIOUSLY** RATE **AFTER EXTRA AMENDMENT** PAID FOR FEE FEE Total Minus ** X\$9=X\$18=OR Independent Minus X84= X42= OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM +280= +140= OR * If the entry in column 1 is less than the entry in column 2, write "0" in column 3. TOTAL TOTAL ** If the "Highest Number Previously Paid For" IN THIS SPACE is less than 20, enter "20." OR ADDIT. FEE ADDIT, FEE ***If the "Highest Number Previously Paid For" IN THIS SPACE is less than 3, enter "3." The "Highest Number Previously Paid For" (Total or Independent) is the highest number found in the appropriat box in column 1.